I have a GLCtrl in a TopWindow that works fine the first time, but if I close, and then open the window, the GLCtrl is blank.

I have a Spectrogram class that inherits from GLCtrl. I also have a TopWindow called SpectrogramPanel that has a Spectrogram object in its layout.

```
LAYOUT(SpectrogramPanelLayout, 1036, 652)
 ITEM(Spectrogram, spectrogram, HSizePosZ(0, 0).VSizePosZ(0, 0))
END_LAYOUT
```

```
struct SpectrogramPanel : public WithSpectrogramPanelLayout<TopWindow>
{
 typedef SpectrogramPanel CLASSNAME;

 SpectrogramPanel()
 {
  CtrlLayout(*this);
 }
};
```

```
class Spectrogram : public GLCtrl
{
...
}
```

Before I "Execute();" the SpectrogramPanel instance, I first call "SetData(...)" to give it some 3D points to render.

I have implemented the GLInit, GLPaint, and GLResize, and the whole thing works perfectly the first time the window is shown. However, when I close the window, then call "SetData(...)" again with new data, and then "Execute()" the SpectrogramPanel again, I have a blank GLCtrl. I can see the glClear color, but I cannot see the 3D object that I just saw the last time the window was open.

I noticed that "GLInit();" gets called again the second time even though the window never destroyed. I would have expected "GLInit();" to be called only once during the whole lifetime of the GLCtrl. But it looks like "GLInit();" is called everytime the window is "Execute();"d. Any help is appreciated.

This question might be specific to OpenGL and not Ultimate++, but I thought I would start here to see if anyone has any ideas.

Thanks!